



Residuum Conference 2026



What is Residuum?

As a Process

- *Residuum* refers to the remaining material or substance that remains after a process or transformation has taken place. It can be the *residue*, *remnants*, (materials) or *residue of something* (ideas).
- In the context of creative practice, residuum can represent the remnants of your or your professional practices previous creative explorations, discarded ideas, or fragments of inspiration that can be repurposed or incorporated into new works.
- It can also encompass the residual emotions, memories, or experiences that linger and influence your creative process. Residuum is often seen as a valuable resource or a source of potential for creatives, as it holds traces of past endeavours and can contribute to the depth and authenticity of their artistic expressions.

- **Name: Residuum International Conference 2026**

Why has it been called this?

Residuum refers to **what remains** after a process: **remnants of ideas**, the **evolution** and **development of creative thought**. In the conference context, it symbolises the intersection of past influences, present innovations, and future possibilities in art and design.

- **Categories:**

- Nostalgia: Lost Past or Lost Future
- Immersive Imaginations
- AI: Revolution and Future Perspectives
- Understanding Heritage as a Symbol of the Future
- Communications in a Contemporary World
- Innovative Methodologies
- Defining Your Practice as Leading Change
- The Future of Chinese Creative Industries

These categories are open to **interpretation**

Purpose and values: A **future-focused** conference for art, design, and creative research, exploring the remnants, evolution, and development of creative thought. Seeking **innovation**, exchange, and **challenging established ideas**. Residuum symbolises the intersection of **past influences, present innovations, and future possibilities**, fostering **transformative ideas** in the field.

Target Audience: Academics, artists, designers, industry professionals, students, art and design enthusiasts.

Residuum 2026 - Vision

Conference Dates: 5th – 8th May

Conference Schedule (To be confirmed)

- Day 1: Launch Day.
English language external guest speakers, pre-recorded and live presentations.
- Day 2: Mandarin language day, external guest speakers, pre-recorded and live presentations.
Launch VR poster presentations in anticipation of day 4 and 5.
- Day 4 & Day 5: Live-streamed student talks from the immersive room.
VR poster presentations showcase.
Advertise Meta Journal.

Vision & Purpose

- **Foster interdisciplinary discussions across art, design, and culture.**
- **Enable participants to share research, insights, and practices with a wider audience.**
- **Encourage creative dialogues, challenge paradigms, and explore new horizons in art and design.**
- **Generate ground-breaking ideas that shape the future of these fields.**

Target Audience

- 🎓 Research students & those considering further study
- 🧠 Art & design enthusiasts
- 📖 Individuals interested in humanities
- 🏛️ Academics

Conference Categories

- **Nostalgia: Lost Past or Lost Future**
- **Immersive Imaginations**
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What Conference Category will your work feature in?

- **Nostalgia: Lost Past or Lost Future**
- **Immersive Imaginations**
- **AI: Revolution and future perspectives**
- **Understanding Heritage as a Symbol of the Future**
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These categories can be interpreted broadly.



[Residuum Conference 2026 Categories – Fill in form](#)

Blog 1

Research and Development

Moodle submission. Deadline: 6th Feb (23:59)

Your first task as part of the conference is to research and identify a potential guest speaker. Please submit 250 words to Moodle with the following information.

- *Name of the person:*
- *Discipline area:*
- *How do they meet the purpose/value of the conference:*
- *The speakers contact information:*

Previous Speaker



Doris C. Rusch. Professor at Uppsala University

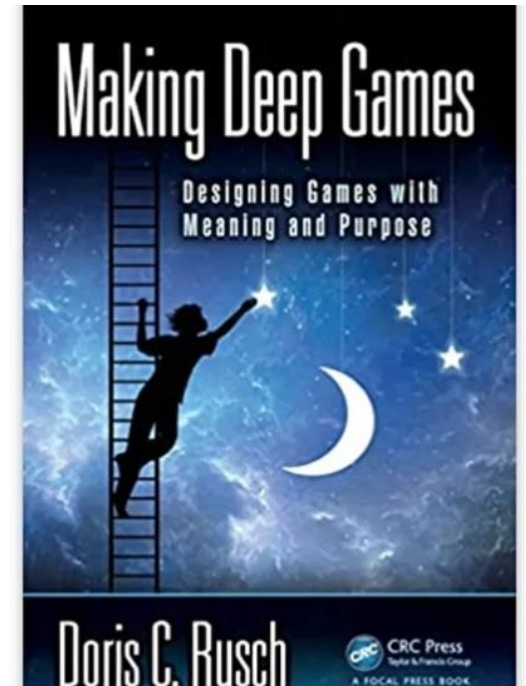
<https://www.google.com/search?client=safari&rls=en&q=Doris+C.+Rusch.&ie=UTF-8&oe=UTF-8>

Who is Doris: A game designer, and researcher.

What is her work: Her work includes somatic coaching/physical training, play research, storytelling and system design to create customized, transformative experiences for people and organisations.

How does this speaker align with conference?

This speaker considers the role of interactive narrative / digital storytelling, from a different perspective. Her transdisciplinary approach to designing wellbeing games connects neuroscience, inter-personal neurobiology, somatics and quantum social change. This person seeks **innovation** in her practice and has won many awards through **challenging established ideas in games design**.



Previous Speaker



Ioana Mischie. Innovative artist, multi-awarded for film, virtual reality, and pioneering concepts.

<https://www.google.com/search?client=safari&rls=en&q=Ioana%C2%A0Mischie&ie=UTF-8&oe=UTF-8>

Who is Ioana: A transmedia artist, writer/director.

What is her work: immersive installations, film, VR, AI, she is a futurist blending meaningful concepts, groundbreaking technologies.

How does this speaker align with conference? This speaker is a **visionary** storyteller in immersive technology. Her **work is internationally acclaimed** and has been displayed at the prestigious Cannes film festival. Her work looks at the intersection of past storytelling techniques, present innovations in technology, and future possibilities for narrative, fostering **transformative ideas in the field of immersive filmmaking.**



Potential Speaker 2026

Michael Coldwell



Michael C Coldwell is a photographer, filmmaker and academic from Leeds, UK. His eclectic work explores themes of memory, illusion, haunting and technology, in a variety of different media.

<https://www.michaelcoldwell.co.uk>